Principles of Sequential Visual Storytelling
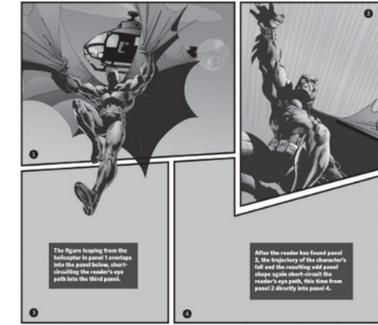

- principles of SVS keep the reader [_____] in the story or narrative

- if choice [_____], teases, or even [_____] the audience from the narrative - discard it

- only occassionaly "violate" the principles if doing so is a [_____] decision made to [_____] to the story

The Primary Principle

Make all creative decisions in the service of the story

- do not show off drawing abilities at the [_____] of the story

- avoid creating pages just for [_____]

- provide viewer with info that he or she will need [_____] to get a quick and clear [_____] of what's happening in the story

The panel and content design for this example present a number of confusing eye-path issues for the reader.

Composed using art assets from DC Comics Style Guides.

SVS Principle 1: Be Clear

Comic creators need to make sure that readers:

- are visually supplied with [__] the info necessary to stay immersed in the story

- do not have to break their [_____] of [_____] to try to figure out where their eyes are supposed to go to next or what the art is portraying

- don't encounter unnecessary or [_____] elements

establishing shot of Gotham City at night.

SVS Principle 1: Be Clear Tips

Ways to be clear:

- artists should strive to establish the [_____], environment, and [_____] clearly and keep the established environments [_____]

- an artist needs to figure out the best pose and [_____] on that pose to show action clearly

- keep the character's [_____] consistent, if a character moves from left to right, maintain that [_____]

SVS Principle 2: Be Invisible

- reader should be immersed in story, not [____] aware of the visual storytelling techniques the comics creators use

- avoid distracting page design or [____] panel [____]

- distracting techniques break the reader's suspension of disbelief and [____] affect the enjoyment of reading

SVS Principle 3: Show, Don't Tell

- the visual storytelling choices and execution should enable the viewer to tell what is happening from the visuals [____]

- establish visual elements in the story [____] of [____]

- establishing shot should show where everything in the room is in [____] to the character and any visual elements that appear later in the story

Establishing shot from *The Amazing Spiderman: Renew Your Vows* issue 1

Practicing the 3 Principles of SVS

1. Open your notebook to a new page
2. Title page "Practicing the 3 Principles of SVS
3. List the 3 principles at the top of the page
4. Draw a long panel that encompasses 2 of the regular size panels that we use in jam comics (make a jam comic layout using 8 panels instead of 9)

Jam Comic Panel 1 Instructions

Jam Comics Panel 2 Instructions